

SENIOR SOFTBALL RULES

The rules of the Southern California Municipal Athletic Federation (SCMAF) shall be enforced in the Burbank Parks and Recreation Department, except as amended below:

I. GENERAL INFORMATION

- A. Managers and all players are responsible for knowing the "General Rules and Regulations Governing Adult Sports" in their entirety.
- B. The Burbank Athletic Federation Board of Directors shall act as an advisory board, hear and rule upon protest appeals, and act on disciplinary cases.
- C. Where there is more than one league within a given group, grouping shall be determined by team ability, with the better teams grouped in the higher league.

II. PLAYER ELIGIBILITY

- A. The Burbank Senior Softball league is open to all people 50 years of age or older. All players must be in good standing with Burbank Athletic Federation.
 - 1. **NOTE:** All teams will be allowed to have a maximum of three (3), players under the age of 50, but no younger than 45. These players must also be on the roster.
 - 2. **NOTE:** A player's age is determined by their age on the first day of the season.
- B. A player must play in three or more league games in order to be eligible for tournament play.
 - 1. **NOTE:** Tournament games do not count towards eligibility requirements.

III. ROSTERS

- A. All players **MUST** be listed on a Burbank Sports Office official roster form with their signature appearing next to their name on the roster.
- B. All rosters must be on file in the Sports office before any player listed on that roster is eligible to play. Players may be added to the team roster during the first round of play OR four weeks prior to the end of the season whichever comes first. During the second round of play OR last three weeks of play, players may not be added to the roster.

IV. EQUIPMENT

A. PITCHING RULE

- 1. Pitching height limit must be from 6 to 16 feet above the playing surface. It is a strike if a legal pitch touches any part of home plate or the plate extension.
- 2. Pitching distance will be 50 feet.
 - a. A line will be placed at 56 feet. A pitcher must start their pitch with at least one foot within the six foot box.
- 3. **Pitch Count**
 - a. All batters will begin with a 1 and 1 count.
 - b. With a count containing two strikes, batters will be able to foul off one more pitch. The following foul tip/hit will constitute the batter being called out.
 - c. A manager has the authority, by informing the plate umpire, to give an opponent batsman an intentional base on balls without having his/her pitcher throw three balls.
 - d.

B. THE BALL

- 1. Only restricted flight softballs .44 COR, .375 or lower compression will be allowed. Balls may not be glazed.
 - a. One new ball will be provided for each game.
 - b. In the event that there are no more back-up softballs available the home team and then the visiting team on the schedule must supply a decent back up ball meeting the same specifications listed above.

C. SHOES

- 1. No metal cleats are allowed.

D. BATTERS BOX

- 1. Batter's boxes do not have chalked lines. A batter will be called out if he/she step on or in front of home plate or in the opinion of the umpires steps outside of the batter's box dimensions and makes contact with the ball.
- 2. The batter cannot take a running start from behind the plate to make contact with the ball as this can create a safety hazard for the catcher and umpire. If the batter takes a running start when the ball is pitched, the umpire will call no pitch and give a warning to the batter. If the batter continues to take a running start (after being warned by the umpire) in order to make contact with the pitched ball, he/she will be called out.

3. For the purpose of Rule D, the batter's box is seven feet long, which is four feet up from the center of home plate and three feet back from the center of home plate. The box is three feet wide. This is the guideline to be used for enforcing Rule D. Once again the umpire has the sole judgment in making this call.
4. Per SCMAF Rule 6.1.D - The batter must take position after the umpire declares "PLAY" (in the batter's box).
NOTE: If the batter refuses to take position in the batter's box during his/her time at bat, the umpire shall order the pitcher to pitch and shall call "STRIKE" on each pitch. The batter may take proper position after any such pitch and the regular ball strike count shall continue, but if he/she does not take proper position before three strikes are called, he/she shall be declared out.

E. BATS

1. Bats shall be made of Wood or Metal, no 100% Composite bat – (handles may be composite, barrels can only contain metal or wood).
2. Bats must be an ASA certified single wall or wood bat.
3. Altered or Illegal bat policy:
 - a. The official will remove non-approved, illegal, or altered bat(s) from the game and warn the manager during the pre-game conference.
 - b. When a batter enters the batter's box with or is discovered using a non-approved, illegal, or altered bat (whether a pitch is thrown or contact is made or not):
 - i **EFFECT:** Dead ball, the batter is out, base runners must return to the last base occupied at the time of the infraction, the bat is removed from the game, the manager is warned, and the player is disqualified from participating in the remainder of the game.
 - (i) If a previous batter has used the same non-approved or altered bat and a pitch was made, the current batter only is assessed the effect listed above.
 - c. When a batter enters the batter's box with or is discovered using a non-approved, illegal, or altered bat previously identified by the umpire during the pre-game conference or used by a prior batter (whether a pitch is thrown or contact is made or not):
 - i **EFFECT:** The manager and the player are ejected from the game and will serve a one game suspension, and the team shall forfeit the game.
 - (i) The score will stand as is as long as the team receiving the forfeit is ahead by more than 7 runs; otherwise the score will reflect 7-0.
 - d. A player disqualified for the use of an illegal bat a second time during the season shall be suspended for the remainder of the season.

V. GAME RULES

A. FIELDING A TEAM

1. A legal team will consist of 10 players (a minimum of eight (8) are needed to start and play a game; 7 of those players must be on the team's roster).
2. At the start of the game, if a team is short players they may borrow players from another registered team within the league. See Rule V.B.

B. BORROWING PLAYERS – **NOTE: players are not allowed to be borrowed for play-offs or tournament play**

1. Any borrowed player must be an eligible rostered player from one of the other teams in the Burbank Senior Softball league for the current season.
2. A team may borrow a maximum of two players from another team for a total of no more than ten (10) players.
 - a. After the start of the game, a team may only pick up one (1) player from another team so they will not have to forfeit.
3. Borrowed players may only play catcher and/or right field.
4. Borrowed players must be denoted on the line-up and the team they are legally registered on denoted below their name.
5. A team may not borrow a player if they have enough eligible players present.
 - a. A team may not use a borrowed player and have a player sit on the bench unless that player is unable to play and will be considered ineligible for the entire game.

C. INFIELD PRACTICE

1. Each team will only be allowed two pitches or one minute and no infield practice between innings after the start of the game.
2. To start the game the pitcher may have five practice pitches or two minutes – whichever comes first.

D. GAME TIMES

1. Scheduled game time is starting time

E. TIME LIMITS

1. All games will be 7 innings or 1 hour and 15 minutes whichever comes first.
 - a. No new inning will start after 1 hour and 15 minutes of the actual starting time.
 - b. **NOTE:** Tournament play or play-offs will have game restrictions listed on the schedule.
2. At 1 hour and 5 minutes the umpire will announce the next inning will be the last inning which will also be an open inning unless the 1 hour and 15 minutes time limit is reached first.

F. RUN RULE

- a. The five run rule will be in effect which means that a team's turn at bat will terminate after three outs or after a team has scored five runs in the inning. **NOTE:** This rule is not in effect for the last inning or designated open inning due to the time limit.

G. RADICAL RUN RULE

1. A 14 run lead will constitute a radical score. Any game with a radical score after five innings or one hour and five minutes may be called with consent of the losing manager. If the losing team wishes to continue, the game will stop at one hour and fifteen minutes without completing the inning regardless of which team is at bat. (This rule also applies to play-offs and tournament play)
2. If the radical run rule is invoked at the end of the 5th inning or last completed inning at the end of one hour, the score will be recorded at that time for the record. Score will no longer be kept; however, if the losing team wishes to continue, the official will still officiate until the time limit is reached. Any discipline issue during the extended play time will be dealt with in the same manner as during regulation game play.

H. TIE BREAKERS

1. If a game is tied after the time limit or seven innings, the following tiebreaker will used.
 - a. Each team will designate three hitters. The visiting team will bat first and the home team second.
 - b. Each team will bat their three hitters. If the hitter reaches first base safely, he becomes a base runner. Third batter will be considered at bat in a two-out situation. (All batters must complete their turn at bat)
 - c. The total number of bases accumulated by the three hitters will determine the winner. Base on balls or hit batsmen may be accepted or declined by the offensive managers. If declined, the batter will re-hit at the end of the three man order.

- I. **NO SLIDING or DIVING** either into or back to any base. (Runner must touch the base with his foot/feet*). Please note "APPENDIX C – POINTS OF EMPHASIS, INTERFERENCE/OBSTRUCTION" Page 56 in the 2010 SCMAF Rulebook.

"The key to understanding interference/obstruction is determining who has the right-of-way at any given point. Generally, a defensive player only has the right-of-way to the baseline in two instances: when he is in the act of fielding a batted ball or when he already has the ball in his possession. The result would be the runner called out for interference. In all other instances (including the thrown ball), the fielder has no right to the baseline and may not hinder or impede the runner's progress. Such act would be obstruction. . . ."

***Second Base and Third Base exception** the base runner MUST run through the limit line to avoid a collision (See rule I above).

1. **Exception: if a player trips and falls; they may reach back to the bag with a hand. This is in the judgment of the umpire as to whether the runner fell or is diving.**

J. BASE RUNNING

1. All plays at 2nd and 3rd base will be force outs. No longer will the runner need to be tagged.
 - a. A 3' line will be drawn at the front of second base and third base extending to the right and left of the base for the purpose of avoiding a collision at these bases. Runners may choose to cross the line instead of touching the base to avoid contact at the base.
 - i. If a runner gets into a run down between bases, then the offense will have to tag the runner for an out.
 - b. If a runner attempts to advance on an overrun, he may be put out. **NOTE:** On an overrun, except first base, a base runner must retouch the base before advancing. This is an appeal play.
2. Third Base Safety Line
 - a. A line will be drawn from the front of third base toward the dugout. A player may leave the base as long as they remain behind this limit line after the ball leaves the pitcher's hand in order to avoid being hit by a pull hitter.
 - b. The runner may not cross this line until the ball is hit. If a player crosses this line prior to the ball being hit, the runner will be called out.
3. First Base Safety Line
 - a. A runner may lead off from first base into foul territory after the ball leaves the pitcher's hand in order to avoid being hit by a ball directed down the first base line.

- b. The runner may not lead off into fair territory until the ball is hit. If a player crosses into fair territory beyond first base prior to the ball being hit, the runner will be called out.

K. COMMITMENT LINE

- 1. A commitment line twenty feet prior to home plate. Once a runner's foot touches the ground on or past this line, he/she may not re-cross in the direction of third base, i.e., the runner must continue toward the scoring line. Violation will result in the player being called out.

L. SCORING LINE

- 1. A ten foot scoring line shall extend from the corner of home plate (closest to third base) at a 90 degree angle to third base foul line, starting at the batter's box. To score, the runner's foot must be on the ground on or beyond the line before the defensive player touches home plate with the ball in possession. Tags by a defensive player at home plate are not allowed.
 - a. If a player runs between the foul line and the diagonal line from the commitment line to the scoring line the runner will be called out.
 - b. If the runner creates contact with the catcher between the scoring line and home plate the player will be ejected and will serve a one game suspension, unless the collision is caused by an errant throw.

M. DOUBLE BASE

- 1. If available, a double base will be used at first base. On all plays being made on a runner at first base, the runner must use the outside base. The fielder must use the inside base.

N. COURTESY RUNNERS

- 1. Teams will be allowed to have unlimited courtesy runners, but no player may be a courtesy runner more than once in an inning. A courtesy runner may not be replaced by another courtesy runner except in the case of injury causing removal of the original courtesy runner permanently from the game. The injured Courtesy runner may not return even in the next game on that same day in this league. A courtesy runner on base when his turn comes to bat will be declared out.

O. POSITIONS ON THE FIELD

- 1. A defensive team shall consist of ten (10) players. A game may be played with as few as eight (8) players.
- 2. All outfielders must be on the grass when the batter hits the pitch. **Penalty:** Batter will be awarded first base unless he or she reaches the base safely.
- 3. All infielders must be on the infield dirt when the batter hits the pitch. **Penalty:** Batter will be awarded first base unless he or she reaches the base safely.
- 4. Infield/Outfield must have a minimum of 2 players and a maximum of 4 players (excluding the battery)

P. BATTING

- 1. An outfielder cannot throw out a runner at first base.
 - a. If the batter/runner attempts to go to second or further, the batter/runner may be put out.
 - b. An outfielder may throw the ball to an infielder who in turn throws to first base in order to put out the batter/runner; however, the outfielder may not throw directly to first base resulting in a put out on the batter/runner.

VI. **AWARDS**

- A. League overall standings will determine the seed for the single elimination tournament. Teams will be seeded in the tournament by their win/loss records
 - 1. For teams who forfeit during the season, those games will not be counted in the team's winning percentage to determine a team's seeding.
- B. The top teams will be seeded into the A bracket. The remaining teams will be seeded into the B single elimination tournament.
 - 1. In the event of a tie in the standings the Determining Division Winners Rule VI in the Rules and Regulations Governing Adult Sports will be used.
- C. Refer to the most current Adult Sports Brochure to determine League Champions, Tournament Champions, and Tournament Runner-up discounts for the following season.

VII. TOURNAMENT RULES

- A. Time limits
 - 1. All games prior to the semi-final games will be 1 hr 30 min or 7 innings whichever comes first.
 - 2. All semi final and championship games will have no time limit and will play 7 innings.
- B. No borrowing or adding players.
- C. The mercy rule is in effect for all games.
- D. Tie breakers
 - 1. Ties in all games prior to the semi final and championship game will be determined with the CA Tie Breaker system.
 - 2. Ties in all semi-final and championship games will be determined with extra innings.

VIII. ADULT SUSPENSION GUIDELINES

See General Rules and Regulations Governing Adult Sports.

IX. RAINOUT POLICY

- A. In the event of rain, the decision to cancel games will not be made until after 3:30 p.m. Monday – Friday or 2 hours prior to game time on Saturday, Sunday, and Holidays. Managers and players may call the “Field Condition Hotline” – (818) 238-1970. When a determination cannot be made by this time, the call will be made on the field. The Sports Office staff will do their best to make the decision as soon as possible.
- B. In the event games are canceled, they will be rescheduled at the end of the round.

X. GAMES CALLED DUE TO WEATHER OR LOSS OF LIGHTS

- A. In the event of lightening, teams will clear the field for a period of up to 20 minutes. If the weather clears, the game will resume from the point of suspension. If the game cannot continue, see Rule X.B.
- B. In the event a game is called due to weather or loss of lights the following will determine the result of the game.
 - 1. The game will be considered a completed game if the game has reached 1 hour and 5 minutes or 4 innings have been completed (3 ½ if the home team is ahead).
 - a. See SCMAF Rule 1 sections 5-10.
 - 2. If the game has not reached the point where it is a completed game, the game will be considered a “no game” and the game will be replayed from the beginning. Any game that needs to be replayed for this reason, the official’s fees will be paid by the Sports Office.

XI. FORFEITS

- A. Teams must notify the Sports Office by 5:00 p.m. the Friday prior to the scheduled game to avoid paying forfeit fees.
- B. Failure to give proper notification, the forfeiting team is responsible for paying both sets of official’s fees.
 - 1. The fee must be paid prior to the next scheduled game. Failure to pay a forfeit fee could result in forfeiting the remainder of the games until the fee is paid.
 - 2. Forfeits not paid within 4 weeks will be sent to collections and the team will not be allowed to participate within the league until the fees have been collected.

XII. REGISTRATION FOR EACH SEASON

- A. Each team must submit the following items at the time of registration
 - 1. Registration form
 - 2. Roster completely filled out with a minimum of 12 players
 - 3. Assumption of Risk form filled out completely with a minimum of 12 of the players appearing on the roster
 - 4. League fees paid in full